

## How the Game Works

"Trauma Center" involves completing operation "stages" in between plot scenes where the storyline unfolds.

The character moves automatically on the map screen, starting at Hope Hospital and eventually moving to other locations. You can advance conversations using the Touch Screen or by pressing the A Button.



### Progression

### Map Screen / Conversations

Here, the doctors will discuss the necessary procedures for the upcoming surgery. Make sure to pay attention! The briefing should explain what to do in the next stage.



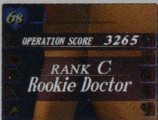
### Operation Briefing

Use your surgical skill to treat the patient as discussed during briefing. Use the stylus and the Touch Screen to perform surgery. Refer to page 13 for further details on surgery procedure.



### Procedure

If the operation is a success, the Results Screen will appear, calculating your score for that operation. Afterwards, the save screen will appear and prompt you to save your data. Then, the story will continue into the next episode.



### Results Screen

## Operation

It's no substitute for medical school, but this section should explain how the game is played.

### Understand how Operations are Set Up

During operations, the top screen will display important information, as well as guidance from your assistant. Even though you'll be concentrating on the patient, it's important to glance up at the top screen often, lest you miss important details.



### OPERATION SCORE

Displays your current score. Points are added depending on how well you operate. You'll receive a total score on the result screen, and be ranked accordingly.

### MISS LIMIT

Indicates the mistakes you're allowed to make in a given operation. Every time "Miss" appears on the bottom screen, one of the blue marks will disappear. If all the blue marks are gone, you automatically fail the operation and the game ends.

### TIME LIMIT

The time limit for the current operation. When time runs out, you automatically fail the operation and the game ends.